

general output--.

Page 4, line 20, replace "generally-writable" with --  
general output--.

Page 6, line 23, replace "generally-writable" with --  
general output--.

Page 12, line 15, replace "generally-writable" with --  
general output--.

Page 13, line 1, replace "generally-writable" with --  
general output--.

In The Claims:

1. (Thrice Amended) A handheld apparatus for recording and reporting golf information [in a manner tending] to increase a player's ability to improve from experience, the apparatus comprising:

a self-contained computer unit having a memory, a power source and a [generally writable] general output display for selectively displaying a plurality of [informational] information screens and associated data stored in the memory, the information screens including screen-dependent data input fields for the associated data;

key entry means for retrieving and selectively displaying the information screens from the memory on the display, and for retrieving, selecting, and recording the associated data with each information screen, wherein the key entry means includes first key means comprising an entry key

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for selectively displaying information screens, second screen-dependent field select key[s] means for selecting a particular data input field of predefined data on [the] a displayed screen, the second screen-dependent field select key[s] means comprising [two] bi-directional tab key[s] means for scrolling in opposite directions through the data input fields on [the] a displayed information screen, and third screen-dependent value select key[s] means for displaying and selectively recording or altering [the] selected data in [the] a selected data input field, the third screen-dependent value select key[s] means comprising [two] bi-directional scroll key[s] means for scrolling in opposite directions through the predefined data associated with the data input field on the displayed information screen.

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~~2/~~ (Twice Amended) Apparatus as defined in claim [2] 1, wherein the [entry key] first key means permits changing of the information screens in sequential fashion, and the first key means further includes choice means for non-sequential selection or changing of information screens.

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~~3/~~ (Amended) Apparatus as defined in claim ~~2/~~ wherein the choice means is screen-dependent to provide a customized set of screen-changing options for [the] a displayed information screen.

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47. (Amended) Apparatus as defined in claim 1, wherein the information screens stored in the memory comprise one or more pre-game parameter recording information screens, one or more game-interactive recording information screens; and one or more post-game statistic report information screens.

58. (Amended) Apparatus as defined in claim 47, wherein the information screens further include one or more game-interactive fact report information screens.

68. (Amended) Apparatus as defined in claim 47, wherein the information screens further include one or more game-interactive golf advice information screens.

10. (Twice Amended) A method for recording and reporting golf information [in a manner tending] to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in [the] a memory of a [handheld] portable computer unit having a [generally writable] general output display [capable of] for selectively displaying one or more of the information screens;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines [the] parameters of a game to be played;

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[subsequently] providing a choice among a plurality of game-interactive [recording] information screens for recording data during the game defined by the parameters entered in the pre-game information screens, such that choosing one of the game-interactive information screens determines the number of pre-game information screens displayed in sequential fashion;

displaying a chosen game-interactive [recording] information screen;

entering data in the chosen game-interactive [reporting] information screen corresponding to the game as [it] the game is played, and simultaneously recording the entered data in the memory of the [handheld] computer unit; and

providing post-game reports based on the data entered in the chosen game-interactive information screen.

Sub 827 11. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

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displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of a game to be played;

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive information screen corresponding to a game as the game is played, and simultaneously recording the entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; and,

[A method as defined in claim 10, wherein the method further includes the step of] providing one or more game-interactive advice/feedback information screens.

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12. (Twice Amended) A method for recording and reporting golf information [in a manner tending] to increase a player's ability to improve from experience, comprising the following steps:

providing a [handheld] portable computer unit with a memory, [generally writable] a general output display, and data selection entry keys;

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storing a plurality of [informational] information screens of golf play information in the memory of the [handheld] computer unit, the information screens including screen-dependent data input fields corresponding to the golf play information in each screen;

selectively displaying [informational] information screens on the display in a logical sequence of pre-game and game-interactive screens, the pre-game information screen prompting [the] entry of data which defines [the] parameters of a game to be played and a game-interactive screen on which data [will be] is recorded for [that] the game;

selecting data input fields on [each] a displayed information screen;

selecting from stored golf information [contained in] corresponding to one or more chosen data input fields [and by doing so selecting golf information for each chosen field]; and

storing [the] selected golf information in the memory [for retrieval by the user after the game in the form of statistical or factual reports] as statistical or factual reports for retrieval by the user after the game.

13. (Twice Amended) A method as defined in claim 12, wherein the golf information entered in the pre-game information screen comprises golf play parameters defining [the scope of] a game to be played, and the golf information

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entered in the game-interactive information screens comprises golf play data values defining [the] a user's actual performance within the golf play parameters of the game.

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15. (Twice Amended) A [handheld] portable apparatus for recording and reporting sports and game information [in a manner tending] to increase a player's ability to improve from experience, the apparatus comprising:

a [comfortably handheld] portable, self-contained computer unit having a memory, a power source and a [generally-writable] general output display for selectively displaying a plurality of information screens and associated data stored in the memory, the information screens including screen-dependent data input fields for the associated data;

a plurality of pre-game, game-interactive and post-game information screens stored in the memory of the [handheld] computer unit;

means for displaying a pre-game information screen and prompting entry of data which defines [the] parameters of a game to be played, and means for subsequently displaying a game-interactive information screen corresponding to a game-interactive mode defined by the parameters selected in the pre-game information screen;

entry key means for changing information screens in sequential fashion;

choice key means for non-sequential selection or

changing of information screens;

field select key means for choosing a particular data input field on a displayed information screen; and

value select key means for displaying and selectively recording data in the chosen data input field.

16. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of a game to be played;

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive information screen corresponding to a game as the game is

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played, and simultaneously recording the entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; wherein,

[A method as defined in claim 10, wherein] the game-interactive information screens comprise a first information screen with a first detail level of recording, and a second information screen with a second [higher] detail level of [reporting] recording.

17. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of a game to be played;

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

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displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive recording screen corresponding to the game as the game is played, and simultaneously recording entered data in the memory of the computer unit; and

providing post-game reports based on the data entered in the game-interactive reporting information screen; wherein,

[A method as defined in claim [16] 10, wherein] the pre-game information screens are provided with means for selecting non-sequential option screens.

18. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for entry of data;

displaying in sequential fashion one or more pre-game information screens and prompting entry of data which defines parameters of a game to be played;

providing a choice among a plurality of game-

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interactive recording information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive recording information screen;

entering data in the chosen game-interactive recording information screen corresponding to the game as the game is played, and simultaneously recording entered data in the memory of the computer unit; and

providing post-game reports based on the data entered in the game-interactive reporting information screen; wherein,

[A method as defined in claim 10, wherein] the game-interactive information screens are provided with means for selecting non-sequential option screens.

19. (Amended) A [handheld] portable apparatus for recording and reporting golf information [in a manner tending] to increase a player's ability to improve from experience, the apparatus comprising:

a [comfortably handheld] portable, self-contained computer unit having a memory, a power source and a [general-writable] general output display for selectively displaying a plurality of information screens and associated data stored in the memory, the information screens including screen-dependent data input fields for the associated data;

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first key entry means for sequentially displaying one or more pre-game information screens in a pre-game mode of operation, and subsequently sequentially displaying one or more game-interactive information screens in a game-interactive mode of operation;

second key means for selecting a particular data field on a displayed information screen;

third key means for selectively recording or altering data in [the] a selected data field; wherein,

the pre-game information screens include means for prompting the entry of data which defines [the] parameters of a game to be played, and means for selecting one of a plurality of game-interactive information screens representing different levels of data-recording detail in the game-interactive mode.

20. (Amended) A method for recording and reporting golf information [in a manner tending] to increase a player's ability to improve from experience, comprising the following steps:

providing a [handheld] portable computer unit with a memory, [generally writable] general output display and data selection entry keys;

storing a plurality of [informational] information screens of golf play information in the memory of the [handheld] computer unit, the information screens including

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screen-dependent data input fields corresponding to the golf play information [on] of each information screen;

providing a pre-game mode of data entry in which one or more pre-game information screens are displayed to prompt the entry of data which defines [the] parameters of a game to be played, and providing a choice of at least one of a plurality of game-interactive information screens in a subsequent game-interactive mode of operation representing different levels of data recording detail;

entering the game-interactive mode during the game defined in the pre-game mode, and displaying [the] a chosen game-interactive recording information screen for [the] entry of game data as the game is [being] played; and

storing the recorded golf information in the memory [for retrieval by the user after the game in the form of statistical or factual reports] as statistical or factual reports for retrieval by the user after the game.

21. (Amended) A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing a plurality of pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying one or more of the information screens;

displaying in sequential fashion one or more pre-

game information screens and prompting entry of data which defines parameters of a game to be played;

providing a choice among a plurality of game-interactive information screens for recording data during the game defined by the parameters entered in the pre-game information screens;

displaying a chosen game-interactive information screen;

entering data in the chosen game-interactive information screen corresponding to a game as the game is played, and simultaneously recording the entered data in the memory of the computer unit;

providing post-game reports based on the data entered in the game-interactive information screen; wherein,

[A method as defined in claim 10, wherein] the data entered in the one or more pre-game information screens includes extrinsic factors [tending to have] having an effect on a player's performance.

~~12~~ 21. (Amended) A method as defined in claim ~~12~~ <sup>10</sup>, wherein [the] golf information entered in the pre-game information screen further comprises extrinsic factors [tending to have] having an effect on a player's performance.

~~22~~ 23. (Amended) A method for recording and reporting golf information, comprising the following steps:

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storing a plurality of pre-game, game-interactive and post-game information screens in [the] a memory of a handheld computer unit having a [generally writable] general output display [capable of] for selectively displaying one or more of the information screens, the information screens including screen-dependent data input fields for the entry of data;

displaying one or more pre-game information screens and prompting [the] selection and recording of data defining extrinsic factors [tending to have] having an effect on player performance;

subsequently providing a choice from among a plurality of game-interactive recording information screens for [the] selection and recording of data while the game is [being] played;

displaying a chosen game-interactive recording information screen;

selecting and recording data in the chosen game-interactive recording information screen corresponding to the game as [it] the game is played; and

providing post-game report information screens based on the data entered in both the pre-game and game-interactive information screens.

24. (Amended) The method of claim 23, wherein the step of prompting [the] selection and recording of data defining

extrinsic factors further includes [the] selection and recording of parameters of the game to be played.

~~22~~<sup>20</sup>. (Amended) The method of claim ~~23~~<sup>20</sup>, wherein the pre-game information screens are provided with means for selecting non-sequential option screens.

~~23~~<sup>20</sup>. (Amended) The method of claim ~~23~~<sup>20</sup>, wherein the game-interactive information screens are provided with means for selecting non-sequential option screens.

~~27~~<sup>20</sup>. (Amended) The method of claim 23, wherein the game-interactive information screens comprise a first information screen with a first level of recording, and a second information screen with a second level of reporting.

~~25~~<sup>20</sup>. (Amended) The method of claim ~~23~~<sup>20</sup>, wherein the post-game report information screens include one or more factual and statistical reports based on [the] a relationship between a player's performance in a game and extrinsic variables entered in the one or more pre-game information screens.

~~26~~<sup>25</sup>. (Amended) The method of claim ~~23~~<sup>25</sup>, further including the step of providing one or more game-interactive advice/feedback screens as a game is [being] played.



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27<sup>26</sup>~~30~~. (Amended) The method of claim ~~29~~<sup>26</sup>, wherein the one or more game-interactive advice/feedback screens include statistical and factual information based on the data entered in both the pre-game and game-interactive information screens.

28<sup>27</sup>~~31~~. (Amended) The method of claim ~~30~~<sup>27</sup>, wherein the one or more game-interactive advice/feedback screens include at least one display which assists a player in selecting a golf club for the game as [it] the game is played.

29<sup>28</sup>~~32~~. (Amended) The method of claim ~~31~~<sup>28</sup>, wherein the at least one display assisting player selection of a golf club includes information based on [the] a relationship between extrinsic factors and player performance.

Sub 98/ 33. (Amended) A method for recording and reporting information on a game of golf using a [handheld] portable computer unit having a memory and a [generally writable] general output display [capable of] for selectively displaying one or more information screens, comprising the following steps:

displaying one or more screens for prompting [the] selection and recording of data;

selecting one or more extrinsic factors [tending to have] having an effect on player performance, and recording corresponding extrinsic factor data associated with a game

played;

selecting one or more player performance factors,  
and recording corresponding player performance data as the  
game is played; and,

computing and displaying statistics on the effect of  
one or more extrinsic factors on player performance.

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~~36~~. (Amended) The method of claim ~~33~~, wherein the one  
or more information screens include a pre-game information  
screen for prompting [the] selection and recording of  
extrinsic factor data.

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~~37~~. (Amended) The method of claim ~~36~~, further including  
the step of displaying a game-interactive information screen  
which prompts [the] selection and recording of player  
performance data as the game is played.

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<sup>34</sup>  
~~38~~. The method of claim ~~37~~, further including the step  
of displaying a post-game information screen displaying a  
relationship between extrinsic factors and player performance  
data.

Please add the following new claims:

<sup>39</sup>  
~~39~~. A method for recording and reporting information  
on a game, of golf, using a portable computer unit having a

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memory and a general output display for selectively displaying one or more information screens, comprising the following steps:

displaying one or more information screens for prompting selection and recording of data;

recording extrinsic factor data which has an effect on player performance and which is associated with a game played;

recording player performance data as the game is played; and,

computing and displaying statistics on the effect of one or more extrinsic factors on player performance.

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40. A method for recording and reporting golf information to increase a player's ability to improve from experience, comprising the following steps:

storing pre-game, game-interactive and post-game information screens in a memory of a portable computer unit having a general output display for selectively displaying the information screens;

displaying a pre-game information screen and prompting entry of data which defines parameters of a game;

displaying a game interactive information screen for recording data during the game defined by the parameters entered in the pre-game information screen;

providing post-game reports based on the data